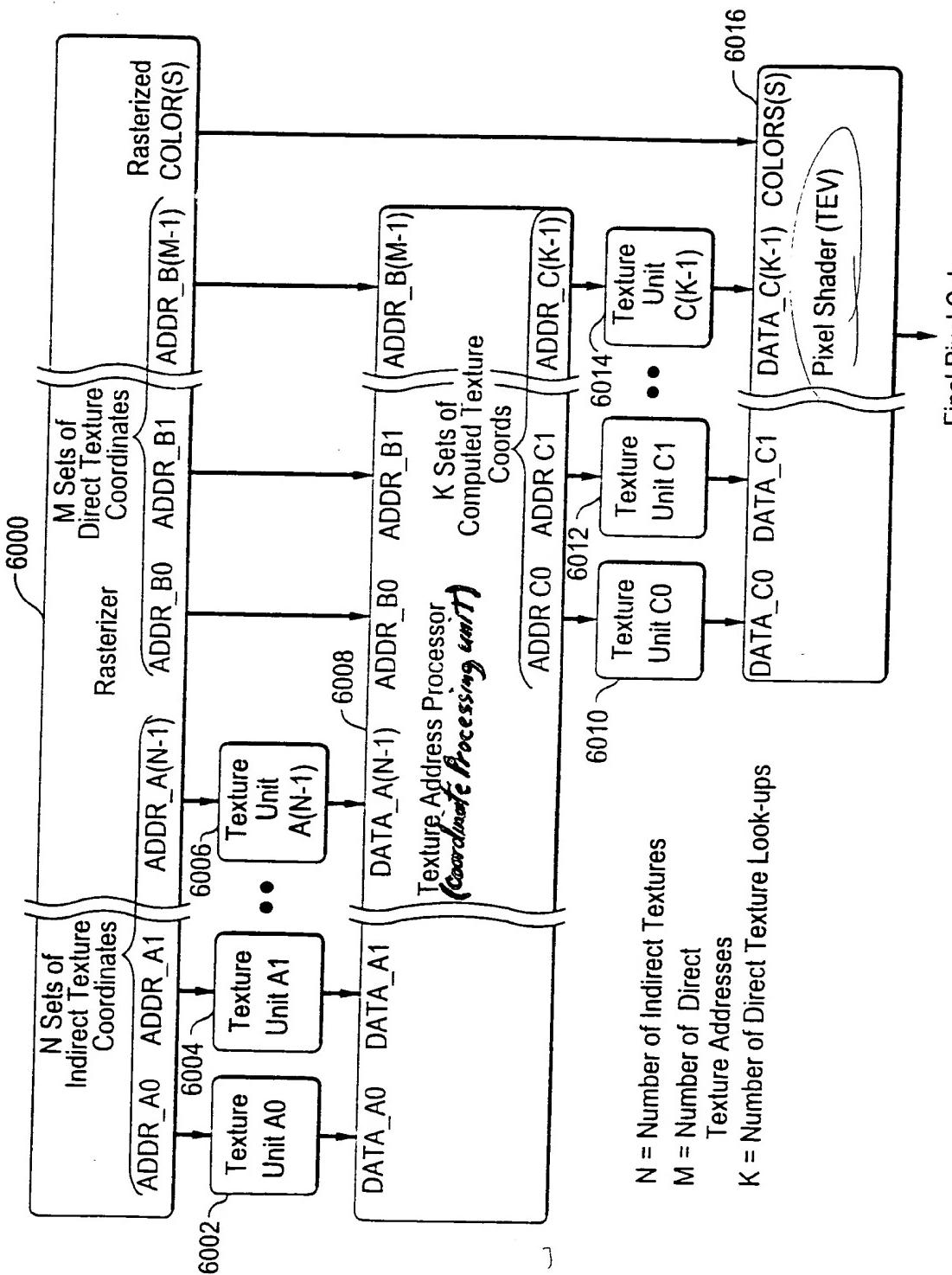


Annotated Sheet Showing Changes

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 ANNOTATED SHEET
 SHOWING CHANGES



Logical Block Diagram of Indirect Texture Processing

Fig. 6

11/16/97 229-049-F-Showing

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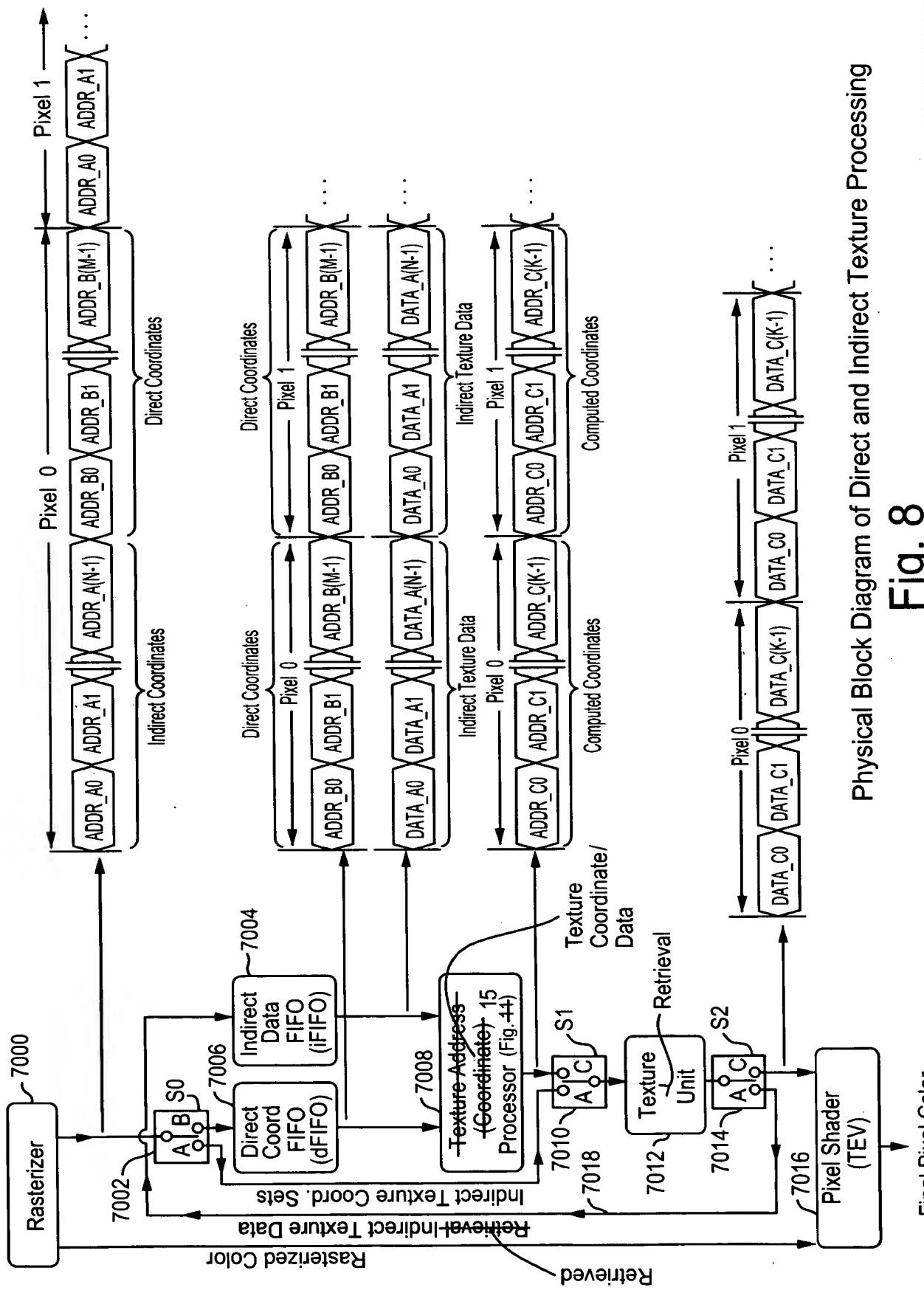


Fig. 8

Physical Block Diagram of Direct and Indirect Texture Processing

11997723-849-F7.dwg

Annotated Sheet Showing Changes

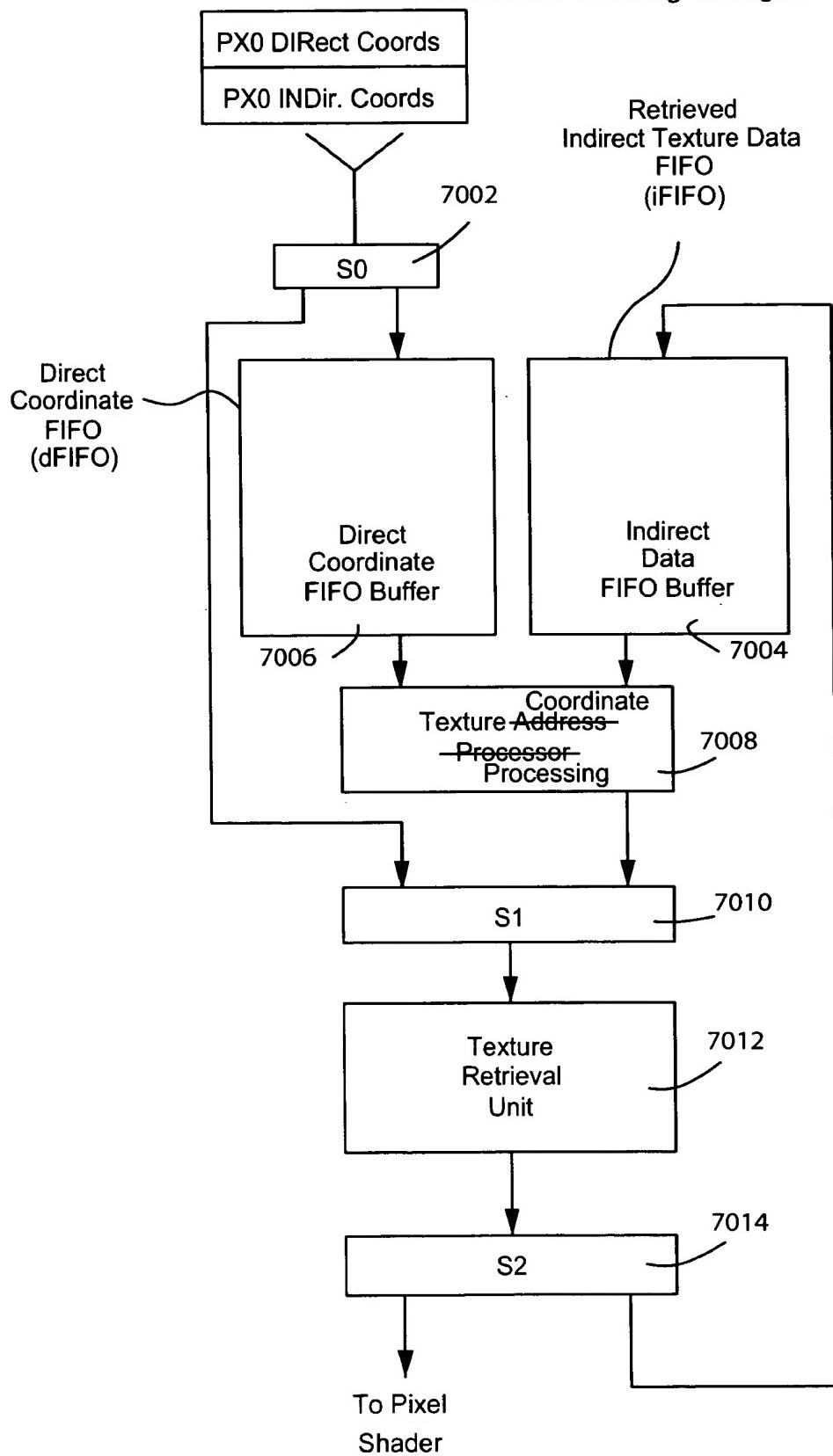


Fig. 10A

Annotated Sheet Showing Changes

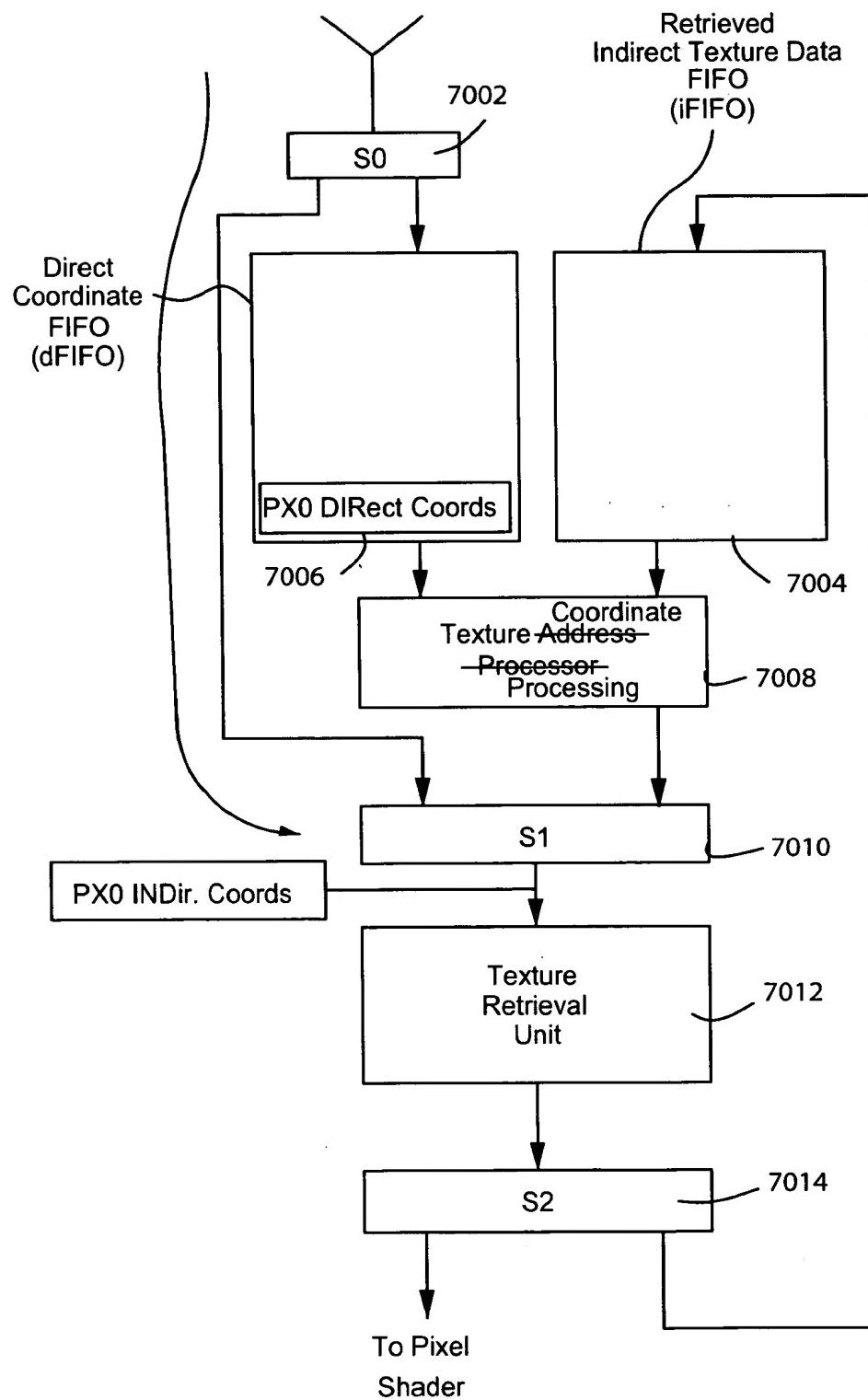


Fig. 10B

Annotated Sheet Showing Changes

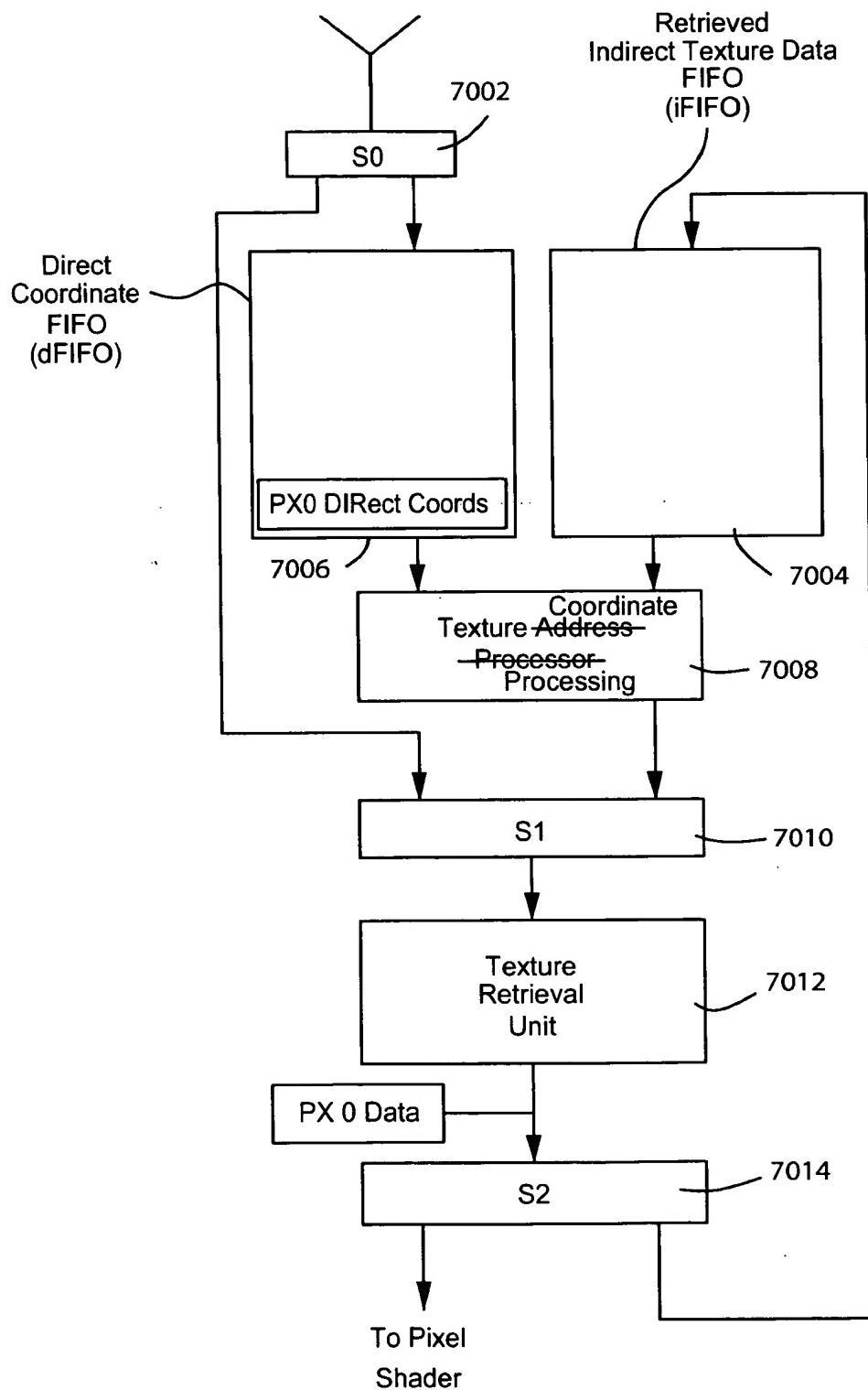


Fig. 10C

Annotated Sheet Showing Changes

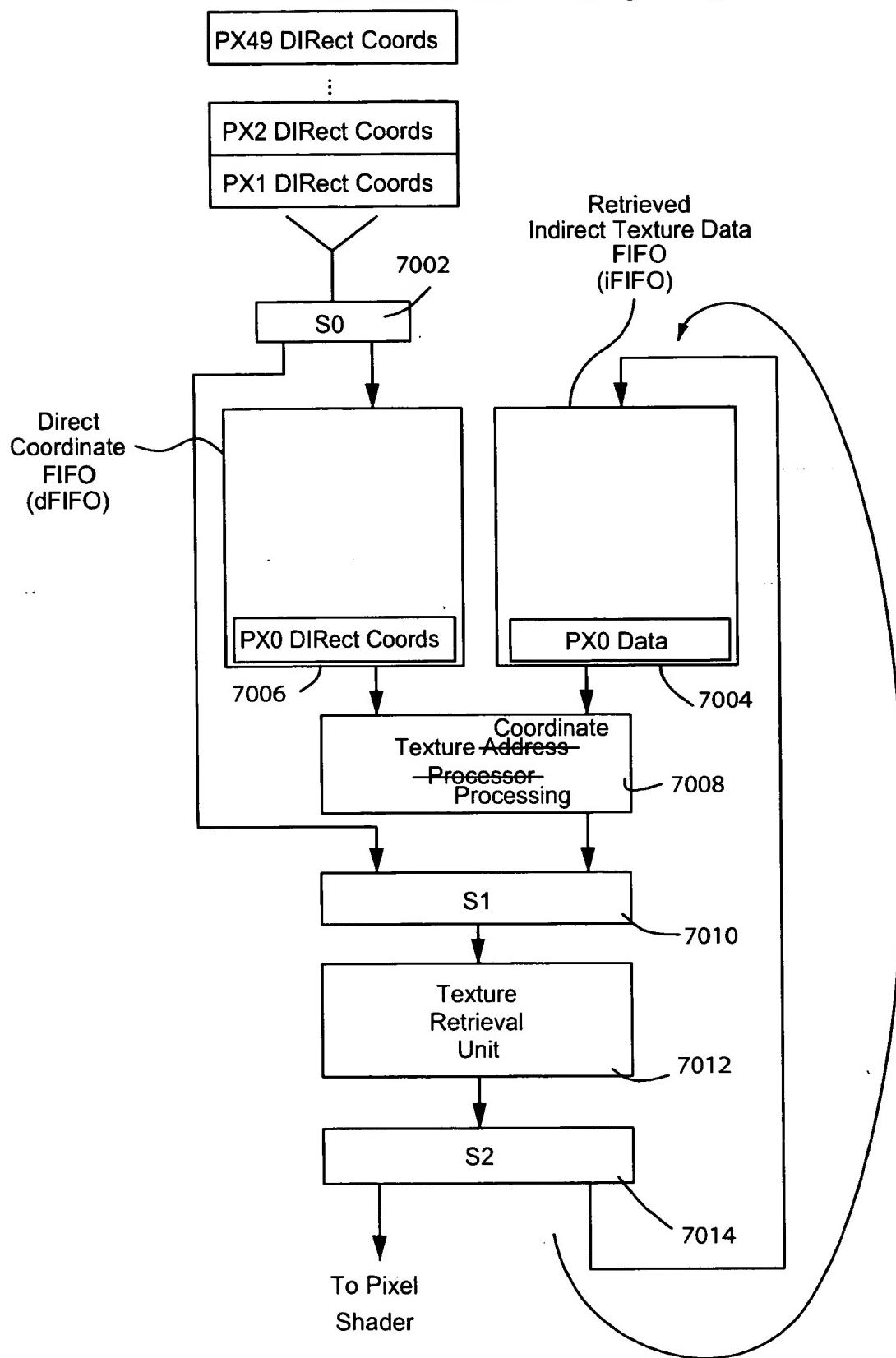


Fig. 10D

Annotated Sheet Showing Changes

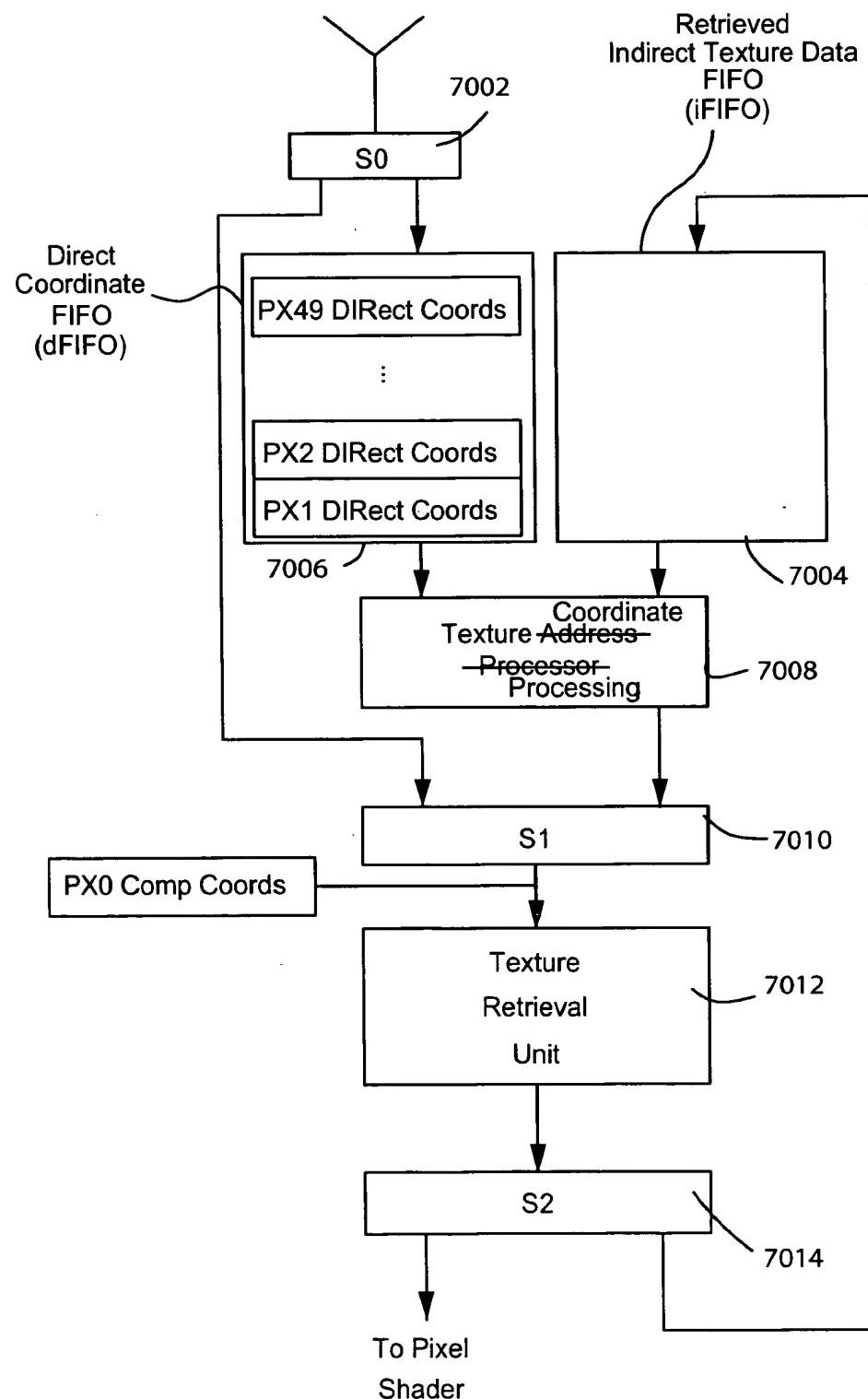


Fig. 10E

Annotated Sheet Showing Changes

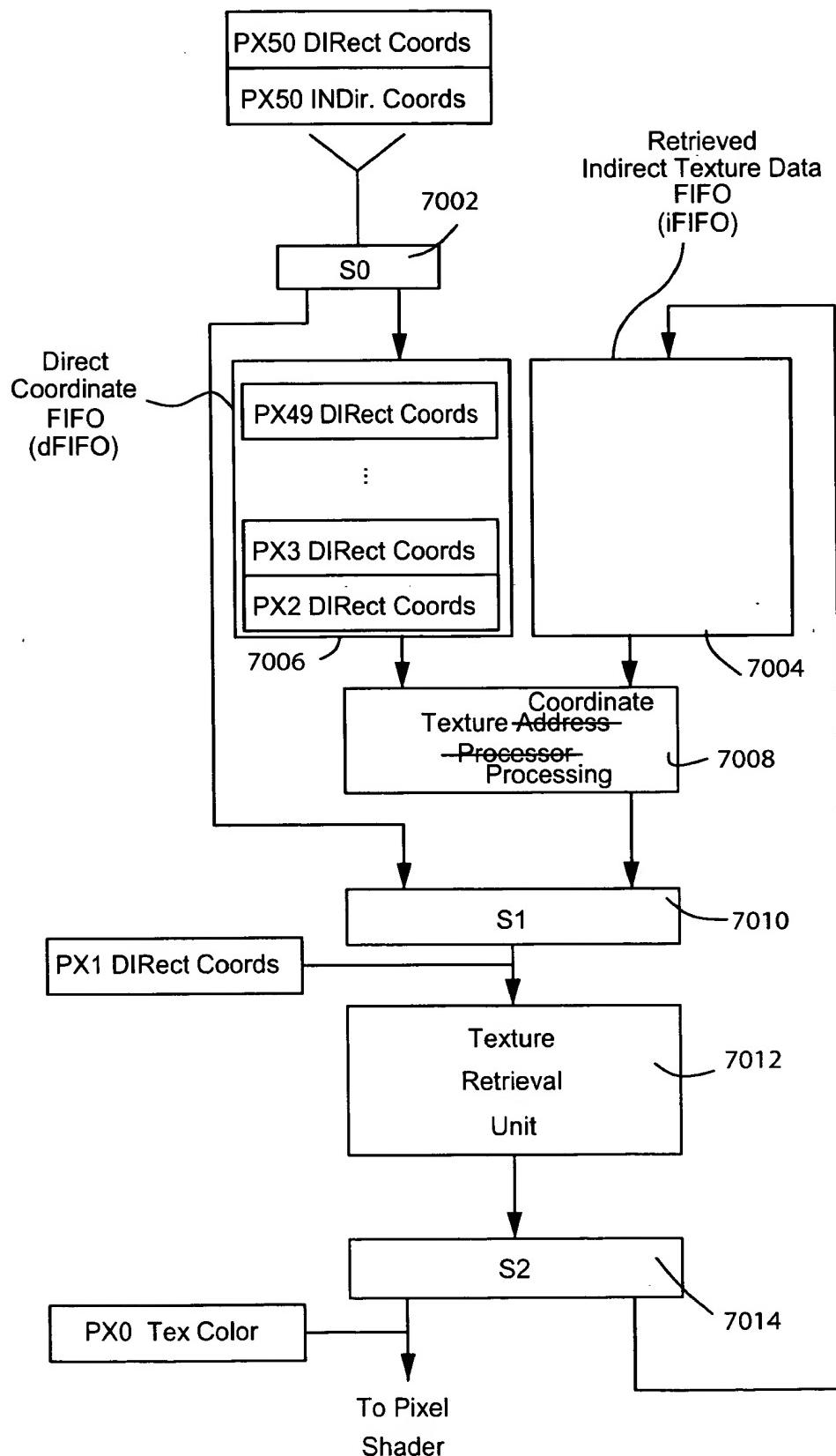


Fig. 10F

Annotated Sheet Showing Changes

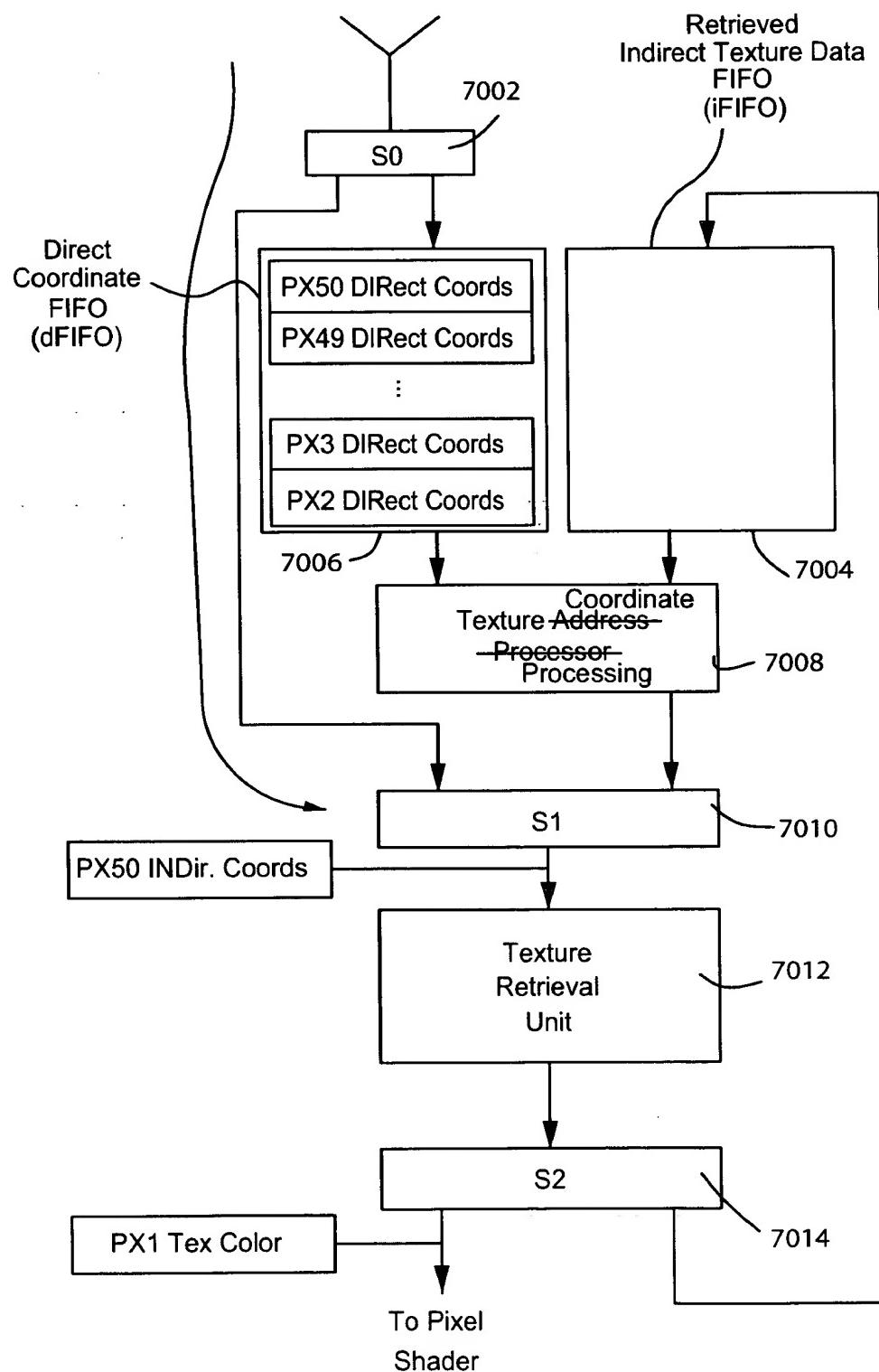


Fig. 10G

Annotated Sheet Showing Changes

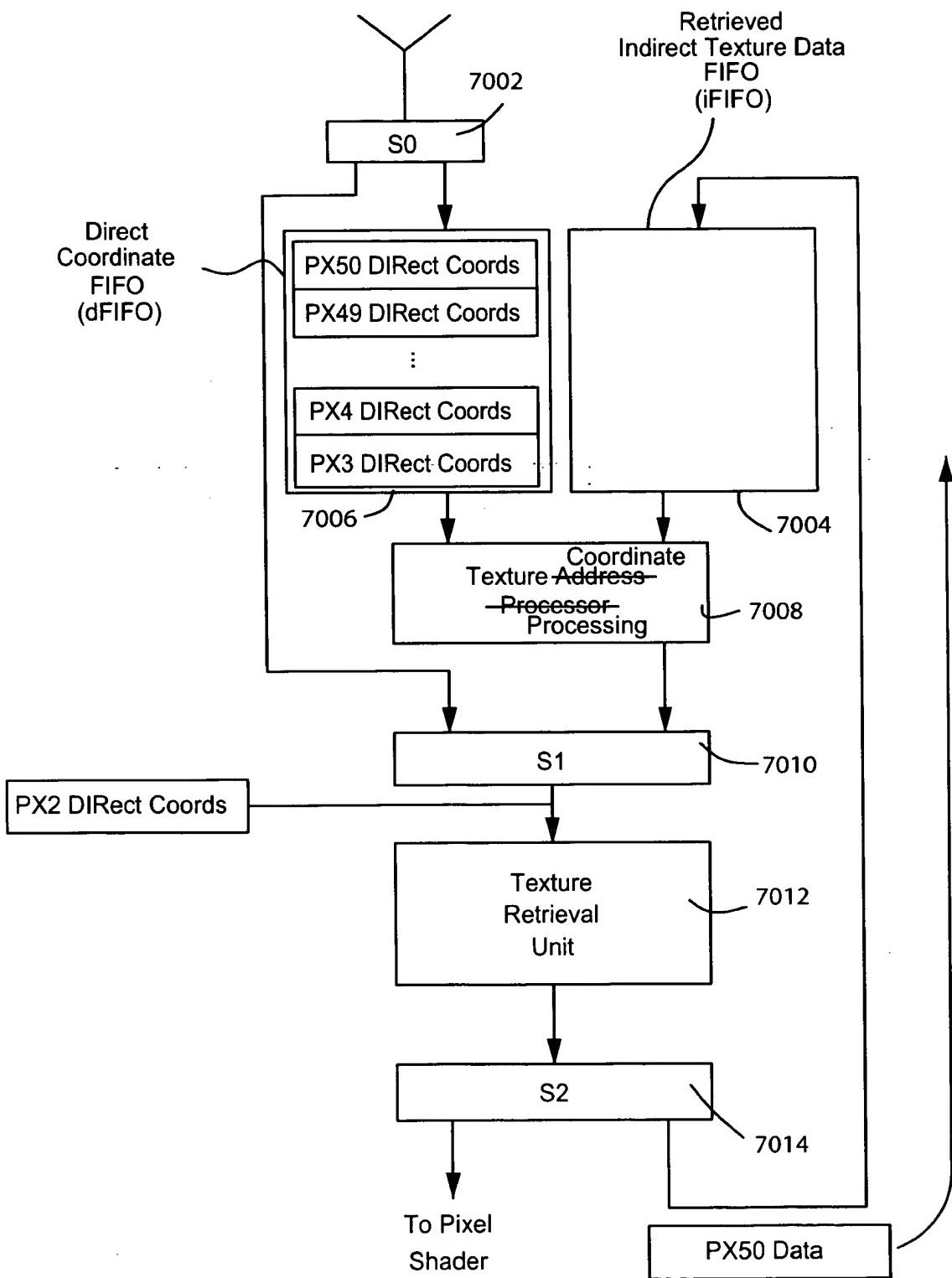


Fig. 10H

Annotated Sheet Showing Changes

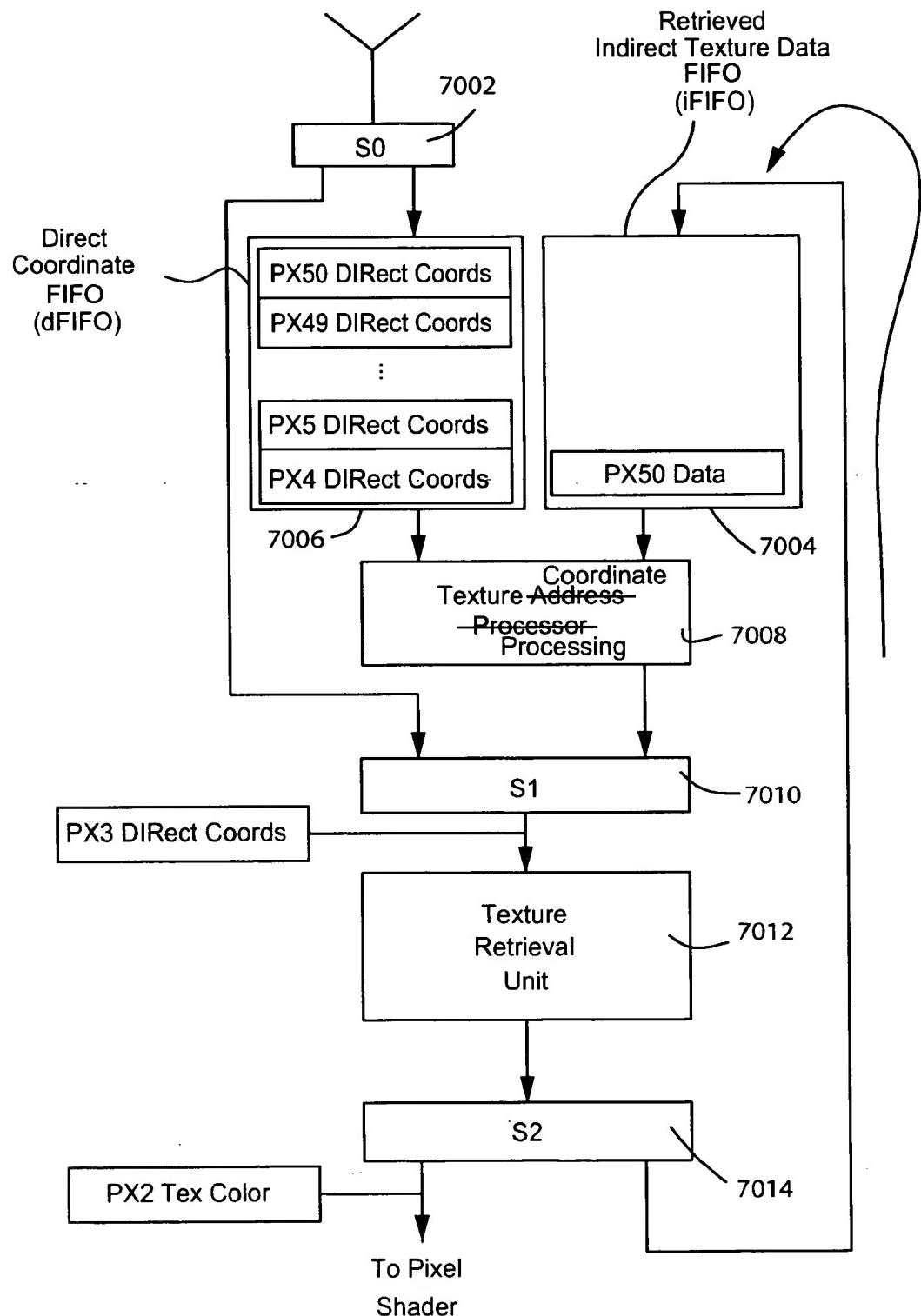


Fig. 10I

Annotated Sheet Showing Changes

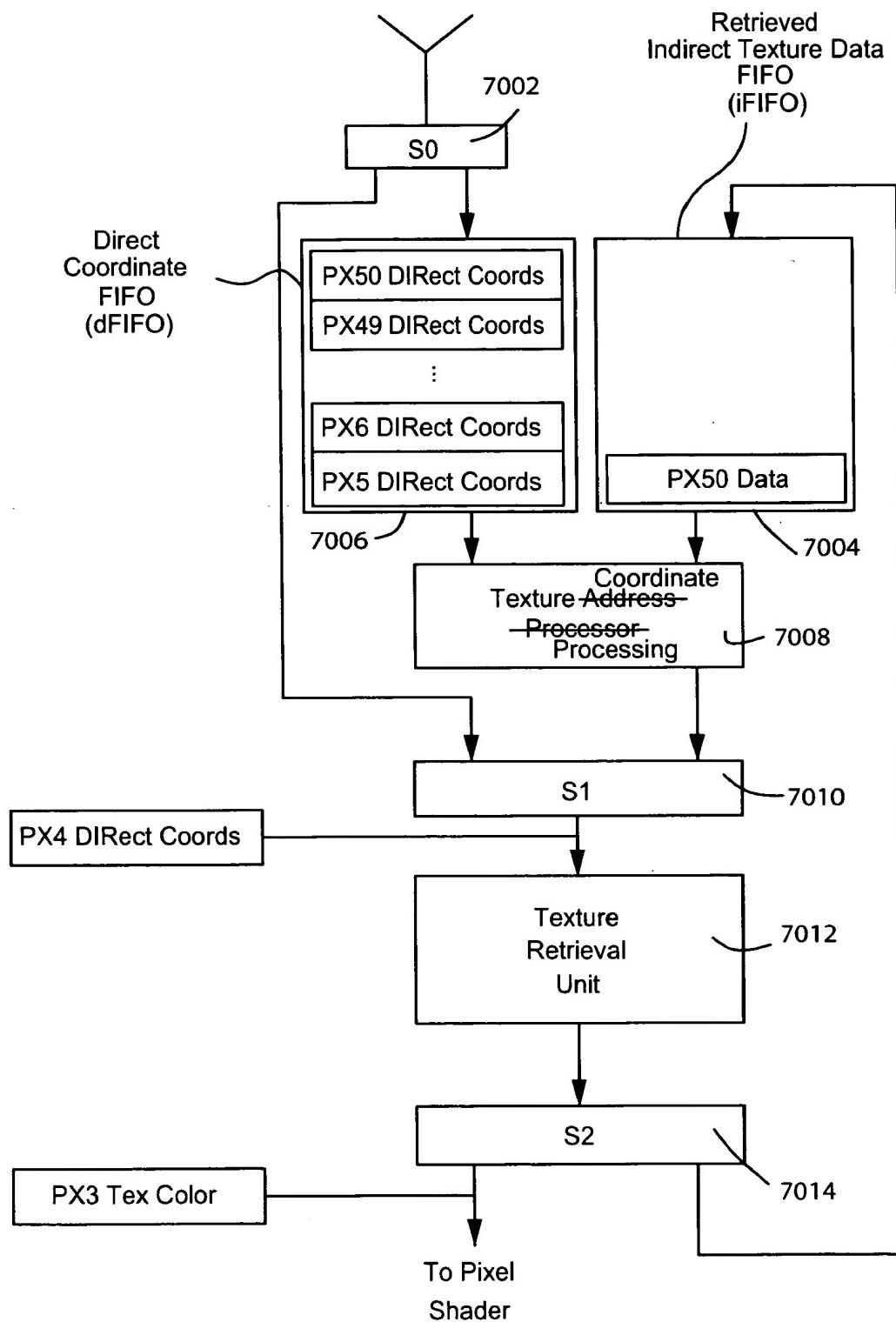


Fig. 10J

Annotated Sheet Showing Changes

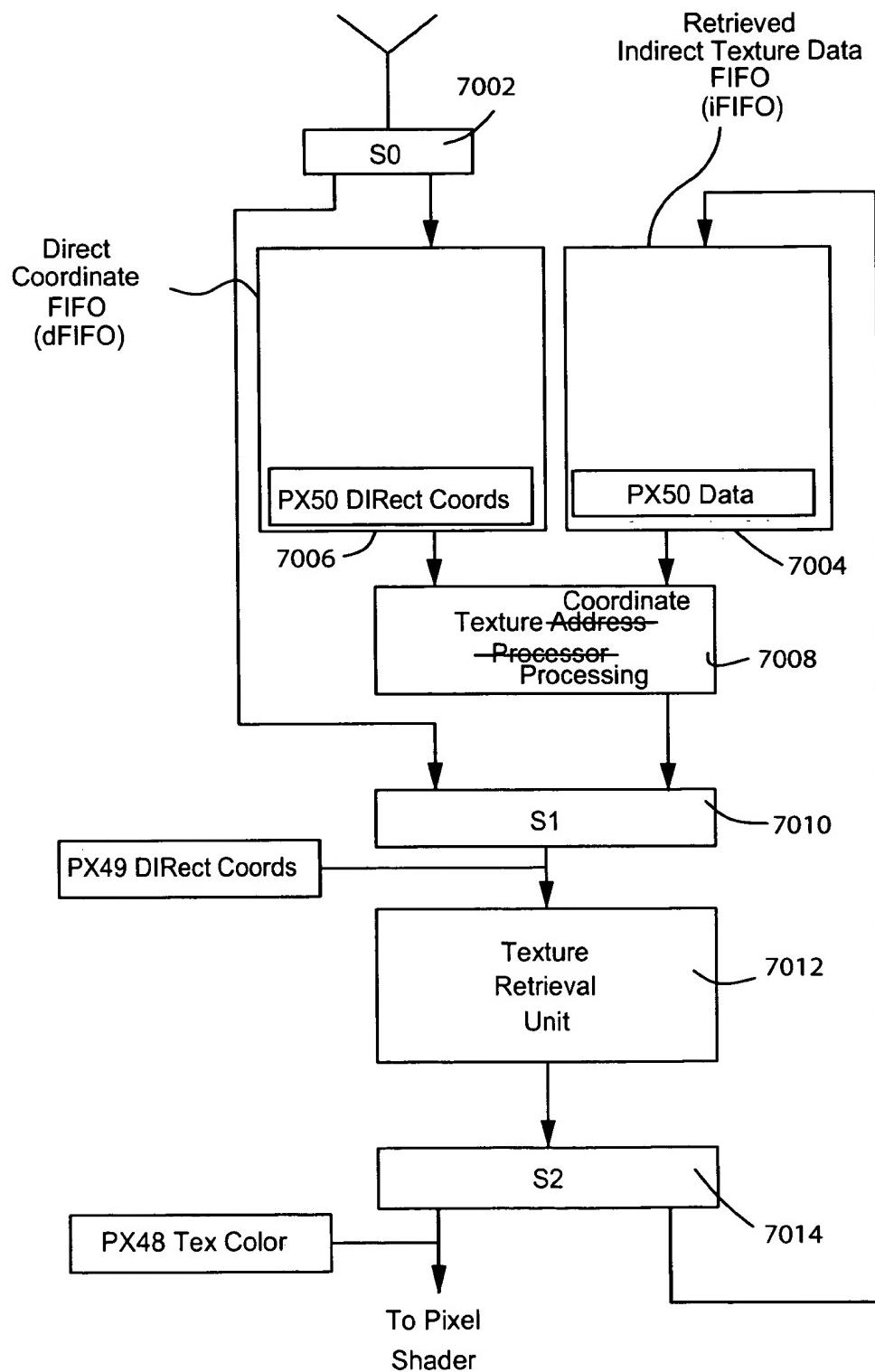


Fig. 10K

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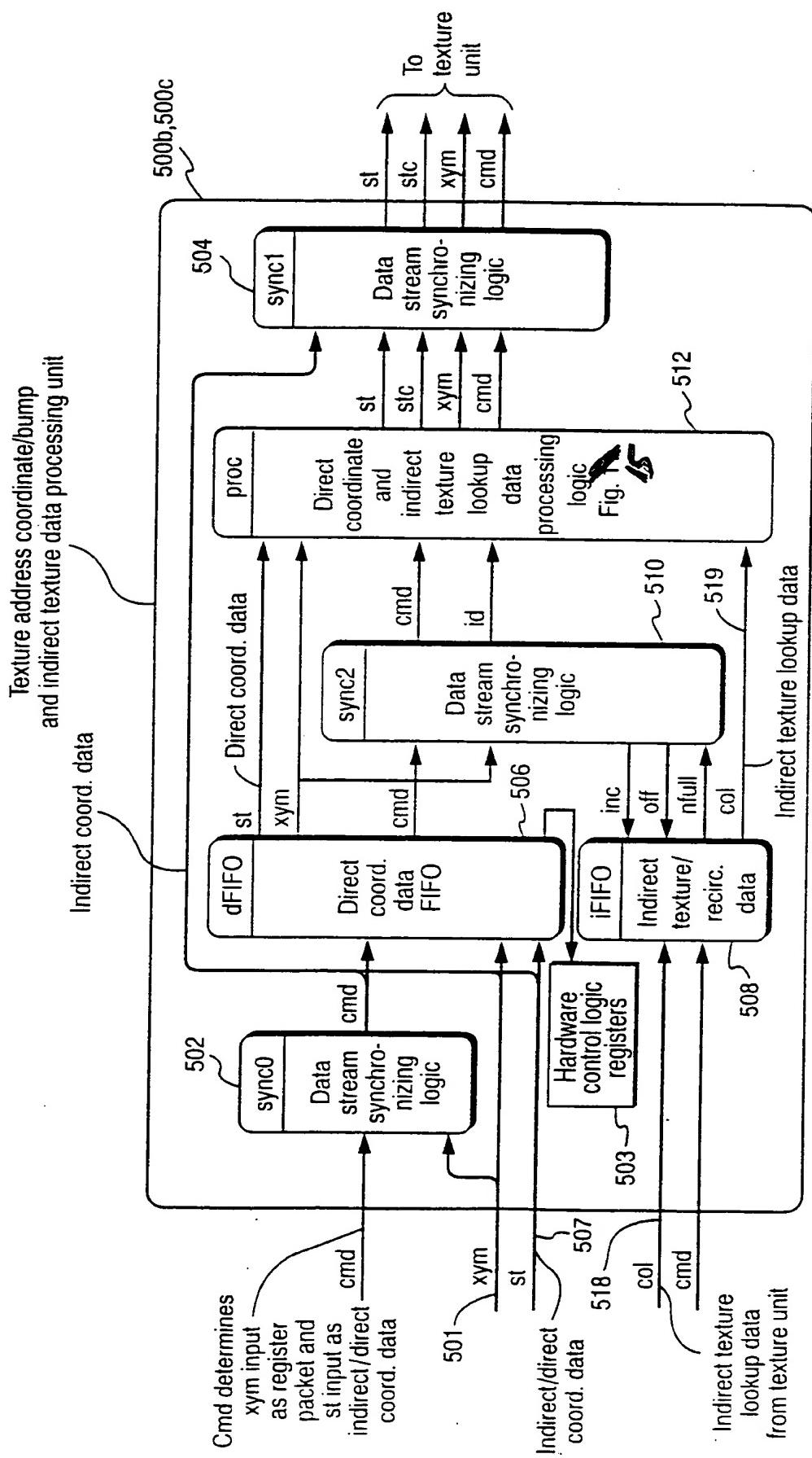


Fig. 14

EXAMPLE BUMP/TEXTURE
 COORDINATE PROCESSING UNIT

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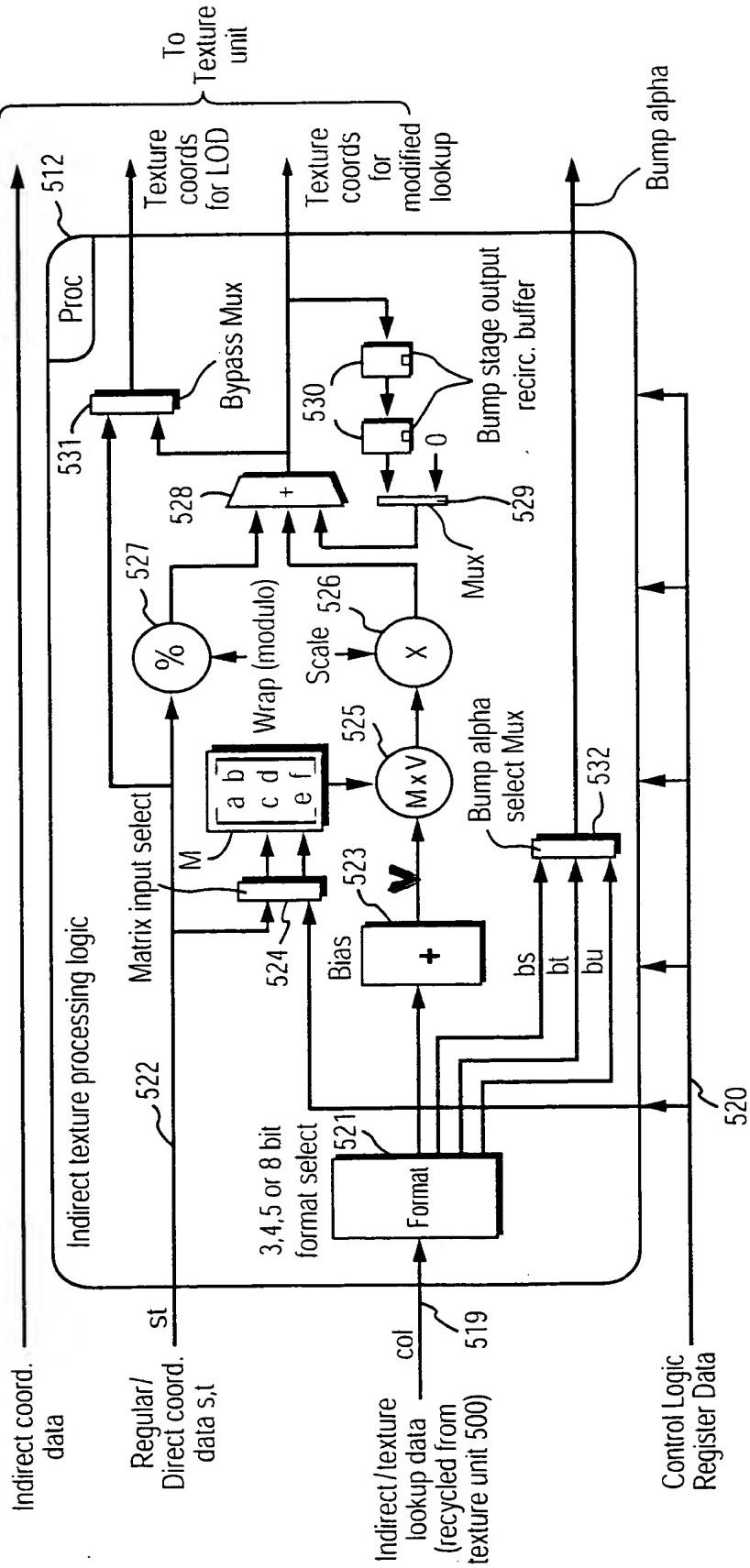


Fig. 15
EXAMPLE INDIRECT-TEXTURE
LOOKUP DATA PROCESSING LOGIC

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$$\begin{pmatrix} s' \\ t' \end{pmatrix} = \begin{pmatrix} ma & mb \\ mc & md \\ me & mf \end{pmatrix} \cdot \begin{pmatrix} s \\ t \\ u \end{pmatrix}$$

Fig. 16A

*EXAMPLE TEXTURE
 STATIC OFFSET MATRICES*

MATRIX

Matrix A

$$\begin{bmatrix} s/256 & t/256 \\ 0 & 0 \\ 0 & 0 \end{bmatrix}$$

Matrix B

$$\begin{bmatrix} 0 & 0 \\ s/256 & t/256 \\ 0 & 0 \end{bmatrix}$$

Fig. 16B

*EXAMPLE TEXTURE
 DYNAMIC OFFSET MATRICES*

$MTXA_i$	$s_i(1:0)$	$mb_i(10:0)$			$ma_i(10:0)$			
$MTXB_i$	$s_i(3:2)$	$md_i(10:0)$			$mc_i(10:0)$			
$MTXC_i$	$s_i(5:4)$	$mf_i(10:0)$			$me_i(10:0)$			
$CMDi$		fb_i	tw_i	sw_i	m_i	$bias_i$	fmt_i	bt_i
•								
						$imask(7:0)$		
<i>GEN MODE</i>			$nbmp$			$ntev$	$ntex$	

Fig. 17

*EXAMPLE CONTROL
 LOGIC REGISTERS*